

# Isaac Cheung

cheungis.github.io  
isaac.cheung@hotmail.com | 604.500.3129

## EDUCATION

**UNIVERSITY OF  
BRITISH COLUMBIA**  
BSc IN COMPUTER SCIENCE  
Vancouver, BC  
September 2018 - April 2021

GPA: 3.92 / 4.33  
Major GPA: 4.03 / 4.33

## LINKS

Github:// [cheungis](#)  
LinkedIn:// [Isaac Cheung](#)

## COURSEWORK

**UNDERGRADUATE**  
Computer Systems  
Data Structures and Algorithms  
Software Construction  
Formal Systems and Logic  
Foundations of Computing

## SKILLS

**LANGUAGES**  
Python • Java • C • C++ • Matlab  
Javascript • HTML •  $\text{\LaTeX}$

**VERSION CONTROL SYSTEMS**  
Github

**TESTING**  
JUnit

**FRAMEWORKS / ETC**  
Node.js • React • React Native  
Pygame • CSS

## AWARDS

**HONOR ROLL**  
Sept 2012 - June 2017

**CEMC CERTIFICATE OF DISTINCTION**  
Feb 2015

**BC ACHIEVEMENT SCHOLARSHIP**  
Sept 2017

## PROJECTS

### **SOUNDBOARD** | JULY 2019

- Implemented a soundboard app using Android studio.
- Created a desktop version using Java Swing.

### **DISCORD BOTS** | DECEMBER 2018

- Developed 2 Discord Bots with Javascript and the Discord API.
- Utilizes Discord JS, a node.js module.
- Bot #1 generates links to allow for ease of access to websites.
- Bot #2 allows for the mass deletion of messages, with the option to search and filter messages to include or exclude.

### **LOL PROFILE ANALYZER** | SEPTEMBER 2018

- Extracts data from players and store them in profiles to analyze and compare with one another.
- GUI built with Java Swing.

### **2048 GAME** | FEBRUARY 2018

- Implemented the 2048 game in Python, a popular puzzle game originally released in 2014.

### **MAZE SOLVER PROGRAM** | FEBRUARY 2018

- Constructed a program that can determine whether or not a maze is solvable.
- Solves the maze via a depth first search algorithm.

### **ENCRYPTER AND DECRYPTER** | JANUARY 2018

- Assembled a program to encrypt and decrypt messages with Python.
- Employs encryption techniques from both trans positional and Caesar ciphers.
- Added functionality to decrypt messages via brute force approach.

### **CLASSIC GAMES** | OCTOBER 2017

- Recreated old time classic games using Object Oriented Programming in Python.
- Games include pong, tic tac toe and a memory game.
- GUI Designed and implemented through the pygame library.